## CLAIMS (Amended)

1.     (Amended )    A method for enabling a network game in which a number of players participate by using a terminal unit having a communication tool enabling an IP telephone, wherein an IP address of each player is put under management and communication among multiple players is enabled by selectively receiving a telephone message signal including a specific IP address and the communication tool receives a musical sound signal comprising game effect sound data and game message data in addition to the telephone message signal.

2.     (Canceled)

3.     A network game terminal unit having a communication tool enabling an IP telephone, wherein a voice receiving section of the terminal unit comprises:

a game communicating section for sending and receiving program signals for controlling a network game;

a game control section for controlling a participant IP managing section, a sorting section, and a synthesizing section each described hereinafter based on the program signals;

a participant IP managing section for managing IP addresses of participants in a game being provided online;

a network receiving section for receiving telephone message data;

a sorting section for determining whether the received telephone

message data includes a prespecified IP address or not, and sending the telephone message to an extending section described hereinafter;

an extending section for restoring the transmitted telephone message data;

a synthesizing section for synthesizing the restored telephone message data in the time-series mode;

a D/A converting section for converting a digital signal in the synthesized telephone message data to an analog signal; and

a microphone/speaker I/F section as a connecting section to the communication tool.

4.     The network game terminal unit according to claim 3, wherein the network receiving section receives musical sound data for the network game together with the telephone message data.

5.     The network game terminal unit according to claim 4, wherein the voice receiving section in the terminal unit further comprises an in-coming call transmitting section for sending a in-coming call dial tone previously accumulated therein to the synthesizing section in response to an instruction from the sorting section.

6.     (Amended)    A network game server having a network game executing section which comprises:

a data accumulating section for accumulating data for a network game;

2

a game processing section for managing, processing, and making a decision for transaction of the various types of data according to progress of the network game;

a match-up managing section for managing a game match by match; and

a game communicating section for enabling transaction of control program signals for the network game among a plurality of network terminal unit, and

the network game server further having a function for fetching an IP address of a terminal unit connected to the network and for notifying other terminal units of this IP address,
wherein the data accumulating section accumulates therein effect sound data and message data in addition to image data,

and the network game executing section further comprises a communication processing section for sending musical sound data containing the effect sound data and the message data in response to a request from the game processing section; a control section for controlling the communication processing section and the game processing section; and a network transmitting section for transmitting the musical sound data to the network terminal unit.

7.      (Canceled)